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- Dungeon Explorer™
- The Legendary Axe™
- Alien Crush™
- Victory Run™

NEC

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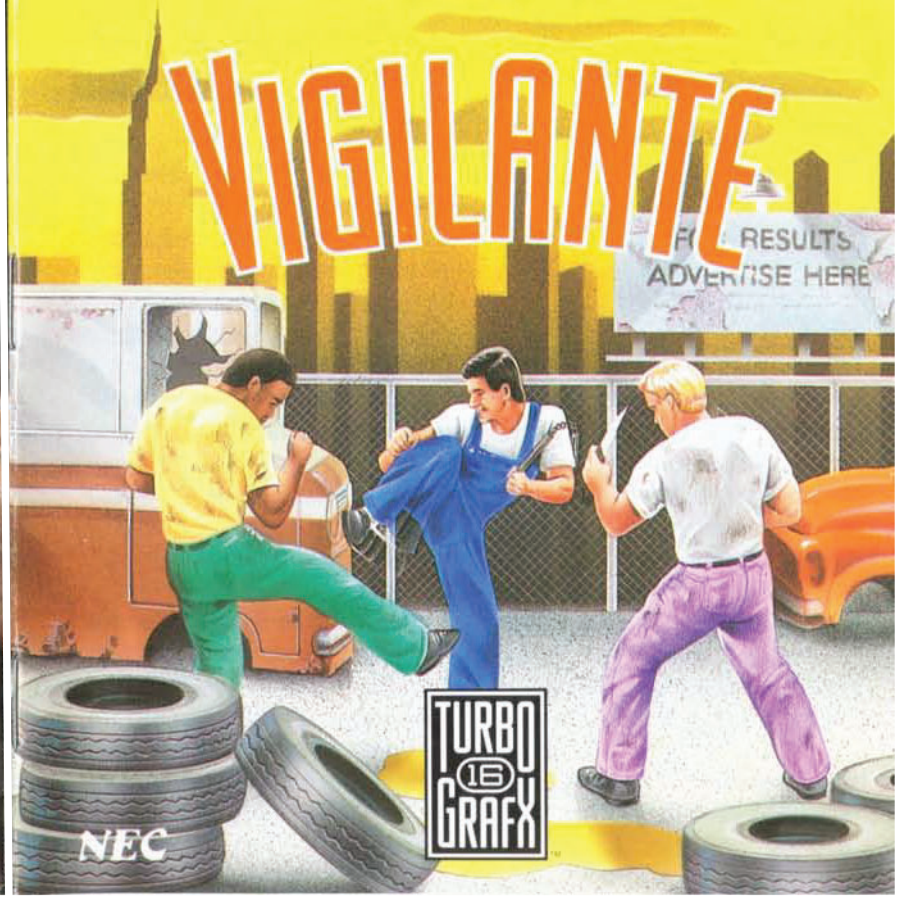

Thank You

...for Buying this Advanced TurboChip Game Card, "Vigilante."

Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1. Be sure power is turned off when changing game cards.
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not forcibly bend your TurboChip game cards.
4. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

*Any duplication, copying or rental of this software is strictly prohibited.

NEC TurboChip™ 90-Day Limited Warranty

NEC HOME ELECTRONICS (USA) INC. ("NECHE") warrants this product to be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by NECHE or which is not purchased in the U.S.A. from an authorized NECHE dealer.

2. Damage, deterioration or malfunction resulting from:
   a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product;
   b) repair or attempted repair by anyone not authorized by NECHE;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (312) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

EXCLUSION OF DAMAGES
NECHE'S LIABILITY FOR ANY DEFECTIVE PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. NECHE SHALL NOT BE LIABLE FOR:

1. Damage to other property caused by any defects in this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or

2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Playing Tips

Master the technique of attacking while jumping at the same time. This is extremely helpful, especially if you have the nunchaku. The third level Boss can only be attacked in this manner, so practice in the early screens.

Pick up the nunchaku whenever you can. They not only increase the effectiveness of your attack, but are much faster and easier to use. The nunchaku are very effective when you are surrounded by gang members!

When the Vigilante uses a punch attack, the street gang member will temporarily offer no resistance. With street gang members that carry weapons, this means you may sweep in and initiate an effective attack without fear of reprisal. If the street gang member is up above you, attacking with a jump punch will be effective.

When the Vigilante attacks with a kick, the street gang member will temporarily fall back and then come in for a counterattack. This situation can be very advantageous when the Vigilante is caught between two enemies. By attacking them alternately, you can subdue them without sustaining any injuries (the timing of the attack is crucial!).

Be careful of the motorcycle-riding thugs at the beginning of the third stage. Collision with their bikes is very harmful! You must jump and kick while the bikers whiz by underneath. If done properly, you will knock them off and their bikes will explode behind you.

Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.

New York's Dark Story

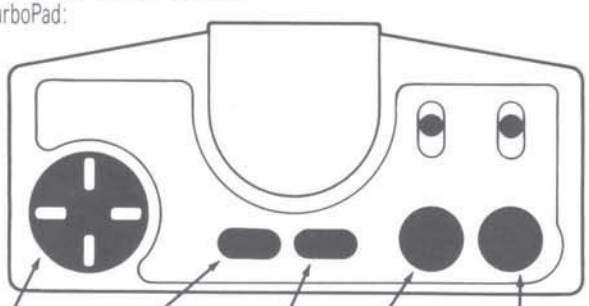
Welcome to the mean streets. Here the bustling metropolis of New York shows a different face. Now there is neither law nor order in a place where "might makes right." You know it well because you are...the Vigilante.

Your girlfriend, Madonna, has been kidnapped by a savage street gang. You must make a single-handed raid into enemy territory to save her. Downtown, in back streets, in junkyards and across bridges, you take on the toughest crew of bad guys ever—including skinheads, punks and thugs. You must fight every inch of the way with your bare hands, and when you can get them, nunchaku. Get ready for some brutal hand-to-hand combat on the toughest turf around! Madonna is depending on you!

Good luck, Vigilante!

Operating Controls

The movements of Vigilante are controlled with your TurboPad:



Break Loose!

Whenever a thug grabs hold of you, repeatedly tap the Direction Key to the left and right and press Button I or Button II.

Eight different Vigilante movements are possible

1. Punch
2. Jump Punch
3. Crouching Punch
4. Jump Kick
5. Jump
6. Kick
7. Sweep Kick
8. Crouch

Movements and Point Values for Thugs, Skinheads and Bad Guys

Crow Bar
Attacks with an iron bar.

Hit Man Joe
Uses a handgun—watch out for bullets.

Chain Gang
Uses chain like a whip.

Strangler
Strangles the Vigilante. Attacks with other gang members to pin down the Vigilante and deplete your energy.

Hell's Angel
Attacks on top of a motorcycle—very dangerous!

Dirty Jack
Uses a switchblade.

Red Mohawk
Punches hard and fast whenever the Vigilante draws near.

Movements and Point Values for Thugs, Skinheads and Bad Guys

Tough Brothers
(1000 points)
Extremely quick movements and frequent somersault jumps make the Tough Brothers very challenging opponents. The Tough Brothers work as a team and rely on excellent jump kicks.

Skin Head
(500 points)
An explosive Boss who throws dynamite and guards the entrance to Big Boss' hideout.

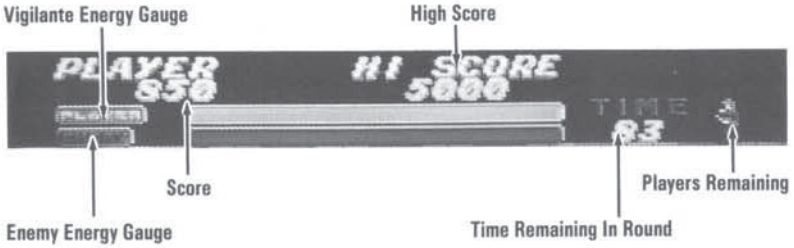
Axe
(500 points)
Chokes the Vigilante and delivers a tremendous punch. You must overcome a bat-wielding Thug before attacking Axe.

Big Boss
(500 points)
The toughest Boss of all! Big Boss uses vicious kicks and punches while Madonna looks on helplessly.

Spike Boss
(500 points)
Attacks with a spiked iron ball that swirls rapidly overhead.

Status Display

As you go against each level of street thugs, watch the status display above the main play area. It not only indicates individual player scoring but also time remaining, energy levels of all players and the Street Gang Boss, plus high score and number of players remaining.



If the Vigilante Energy Gauge reaches zero, or if TIME (Time Remaining) reaches zero, you will lose one life.

The ENEMY Gauge represents the remaining strength of each boss character. When it reaches zero, the Gang Boss has been defeated.

You begin with three PLAYERS. When your last life is lost, the GAME IS OVER.

When the score reaches 5000, you will be awarded another Vigilante.

It is possible to continue your game up to 3 times.

When you defeat the Big Boss on the fifth and final stage, GAME IS OVER.

Starting the Game

Object of the Game
Overcome the Street Gang and save your girlfriend, Madonna. Score as many points as possible along the way.

Press the RUN button
This starts the game from the title screen.

Pausing the Game
During play, press the RUN button to pause.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN button and pressing the SELECT button at the same time.

Number of Levels
There are 5 levels or stages in Vigilante:

Stage 1: Main Street in New York City

Stage 2: Junkyard

Stage 3: Brooklyn Bridge

Stage 4: Downtown

Stage 5: Big Boss Hideout

Completing Each Level
Each level is cleared after you overcome the Street Thugs and the Gang Boss that guards Madonna at the end of each round. Battle on to reach Madonna in the hideout of the ruthless Big Boss (Level 5).

Scoring

Attack Scoring for Gang Members Without Weapons
Overcome a single unarmed gang member, and you'll receive that Thug's point value. Overcome several gang members at one time and win their collective point values.

Method of Attack	Number of Attackers		
	First	Second	Third
Kick	10 pts	20 pts	20 pts
Punch	20 pts	20 pts	40 pts
Jump Kick	40 pts	40 pts	40 pts
Nunchaku	10 pts	10 pts	10 pts

Attack Scoring for Gang Members With Weapons
Overcome a single armed gang member, and you'll receive that Thug's point value. Overcome several gang members at one time and win their collective point values.

Method of Attack	Value
Kick	20 pts
Jump Kick	40 pts
Punch	40 pts
Sweep Kick	20 pts
Nunchaku	20 pts